

Abstract

A game apparatus for catching and throwing a projectile. The apparatus includes a handle, and a basket attached to the handle for catching and throwing the projectile. The basket includes spaced apart retaining members configured to
5 yield sufficiently to allow the projectile to pass between them when the projectile is received during a catch, and further configured to retain the projectile after the catch. The basket portion also includes a support structure configured to support the projectile after the projectile passes between the retaining members. A primary aperture is disposed at an end of the basket portion substantially opposite
10 the handle, and is dimensioned to allow the projectile to pass through and exit the basket during a throw.